WELCOME TO MOOMINVALLEY

Tucked into some far nook of the Finnish coast, past a tall, snowy mountain range, you will find a valley covered in sweet-smelling wildflowers. This is Moominvalley. It's a wonderful place, full of adventures and friends to have them with, and you'll almost always be home in time for supper.

The first Moomins book, *The Moomins and the Great Flood*, was published in 1945 by Tove Jansson. Jansson would go on to publish seven more novels, five picture books, a collection of short stories, and over five decades' worth of comic strips about the Moomins before her death in 2001. There have also been over two dozen film, theater, and television productions. Though only marginally popular in the United States, the Moomins are a global phenomenon. The franchise's many colorful characters grace clothing, housewares, and stationary in over 20 stores worldwide; Moomin-themed cafes and theme parks can be found all over Europe and Asia. All of this, however, does not distract from the Moomins' quirky and philosophical charm.

Moominvalley was a place that Tove Jansson created to parse her feelings about big problems. The Moomins dealt with issues as big as war, social upheaval, and natural disasters, all the way down to more nuanced portrayals of self-acceptance and interpersonal relationships. Said Jansson: "I suppose that I wrote mainly for myself; perhaps to regain something of the free, adventurous and secure summers of my childhood. But perhaps I also sometimes wrote for the sort of child who feels pushed aside and timid."

Welcome to Moominvalley, a place of hope, simple living, and most importantly, friendship. We hope you find what you're looking for.

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NEW RACES & SUB-RACES

Dungeons and Moomins may be played with any of the existing D&D 5e classes, but we have created one new race, as well as four new subraces, to increase the Moominicity of your gameplay.

RACE - PEIKKOS

The Finnish word *peikko* can translate to “specter”, “gnome”, “pixie”, or “hobgoblin”, though in our case it would most closely translate to “troll”. Peikkos are creatures that closely resemble bipedal hippos. They are covered head to toe in short white fur, with large, bulbous noses and upright, pointy ears. They are widely varied in personality and interests, but are generally flexible and adaptable to the desires of their friends. Peikkos are also prehensile, and are able to perform a number of delicate tasks that involve tools, such as cooking, sewing, or woodworking. They value, above all things, simplicity and honesty.

All Peikkos share the following traits:

Ability Score Increase - Your constitution score rises by 2, but your dexterity score falls by -1.

Age - Peikkos age approximately as humans do. They reach adulthood around their 20s and live approximately for a century.

Alignment - This may vary based on subrace, but most Peikkos are either lawful good or neutral good. They are not genetically predisposed to mischief, and generally try their best to help their neighbors to the best of their ability.

Size - Most Peikkos stand between 5 and 6 feet tall; this may vary by age and gender, but classifies them all as “medium”.

Speed - Your base walking speed is 30 feet.

Rotund - All Peikkos are chubby, which makes them hardy in bad weather and resistant to physical harm. However, this rotundity can make them clumsy and unathletic, though they may show remarkable strength and speed under the proper circumstances. Peikkos are also known to hibernate throughout the winter.

Sociable - Peikkos are social creatures; they take pleasure in serving and helping their family members and neighbors. They enjoy hosting small parties, and often call on their friends.

Tool Proficiency - You gain proficiency in one artisan’s toolset of your choice.

Languages - Common

Subrace - Choose one of the following subraces: Moomin, Snork, or Hemulen.

SUB-RACE - Moomins

As a cousin of the Moomin family, you are endowed with an insatiable curiosity for the wide world. You appreciate the comforts of home, but enjoy the thrill of adventure more. You've been invited to stay with your cousins in the iconic blue Moomin house.

Moominpapa's Memoirs - As a member of the Moomin family, you are well acquainted with Moominpapa's exploits. Your intelligence score increases by +1.

Generosity - Moomins share a strong bond with their friends and family. Add your proficiency bonus to any roll that directly assists another player.

SUB-RACE - Snorks

Snorks differ from other Peikkos in that they can grow hair, on top of their traditional white fur. Their fur also changes color according to their emotions.

Color Changing - Your fur will change color according to your emotions. You may dictate what color the fur takes, as long as you can justify it with the emotions of your character.

Mechanically Minded - Snorks are gifted with a mind for intricate machinery, and are good at tinkering. Gain proficiency with tinker's tools.

SUB-RACE - Hemulens

Hemulens are the authority figures of Moominvalley. They are firm believers in order, and often irritate the other residents in the valley in their quest for peace and quiet. However, they are still authority figures, and are often found giving advice and assistance. As passionate as Hemulens are, many tend to have large collections.

I Am The Law - When trying to use persuasion, roll disadvantage, unless speaking to another Hemulen, in which case roll advantage. However, when using intimidation, swap these rules: advantage against all creatures except for Hemulens, in which case roll disadvantage.

Avid Collectors - You may have a collection of any single item. You will always have at least one of this item on you, and when appropriate, you may choose to distribute these items among your teammates.

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The last new sub-race is not nested under the Peikkos, but rather under the humans/humanoids.

SUB-RACE - Mymbles

Mymbles are independent and extremely set in their ways but are proven to be loyal friends. They tend to balk when presented with rules, and actively push back against authority figures. They do not possess magical powers, though they are extremely resourceful and creative. Mymbles appear human, but may also possess a gerbil-like tail.

Rebel Without A Cause - roll advantage on intimidation checks

Gut Feeling - You act first and ask questions later. Your wisdom score rises by +1
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ENCOUNTERS AND COMBAT

Being a peaceful place, most creatures in Moominvalley seek to avoid conflict. To reflect this, the traditional D&D combat system has been stripped down and repurposed; everything, from solving a puzzle to confronting a dangerous monster, is now done through “encounters”.

The encounter starts when the DM indicates a problem to be solved. Initiative is rolled to determine order, and the DM asks the players what they would like to do. (Once an encounter starts, healing and rest cannot be started until it ends.) Each encounter has a clear objective, set by the DM and which they can choose to disclose outright or let players discover on their own. There are no weapons in Moominvalley, so when players face a dangerous creature the players must either improvise weapons in order to deal damage, or attempt to resolve the situation in another manner.

(A note to DMs: encounters should be about five minutes to an hour long, depending on difficulty level and the seriousness of the task within the narrative. Your encounters should vary in length as the night progresses, so as to keep the pacing fresh for your players. Depending on how long you want your game to take, and how long each encounter is, sessions can be anywhere from 5 to 20 encounters long)

<u>HIT POINTS AND HEALING</u>

HP will mainly serve as “emotional” hit points; whenever a character is injured, be it physically or emotionally, they will take 1d4 “damage”, and will gradually become discouraged. The other players can try to “heal” the party member by offering basic first aid, listening to their complaints, proffering a small gift, or whatever else they may choose. The success can either be determined through roleplay or through dice throws, depending on the scope of the action and the will of the DM. If an attempt to heal is successful, the injured player will roll 2d4 to recover HP. Healing can only be done between encounters.

(A note to DMs: as the nature of damage and healing has largely been stripped down in this homebrew, any physical harm dealt should not exceed that beyond which the narrative allows. The players will not be equipped to deal with physical injuries beyond that of a twisted ankle or a large scrape. This is to the discretion of the DM, of course, but you will find that your emotional conflicts, especially those between player characters, provide a richer source of damage for your narrative.)

Whenever HP reaches zero, the character will be incapacitated. The nature of this breakdown is determined by the player and the DM, but can include things such as inconsolable sobbing, blind rage, a crippling panic attack, turning invisible, etc. The character will be out of play for three encounters before calming down enough to join again. The player may roll a d20 at the end of each of those encounters to see if they can rejoin earlier. (Only by rolling a nat20 will a player be able to bypass the 3-encounter wait).

ARMOR CLASS AND HIT DICE

As we are playing with a modified combat system, we will ignore each player's armor class. Instead, each "hit" will be determined with a simple contest, with both parties rolling a d20. If the attacker rolls higher, the hit lands, but if the defender rolls higher, damage is not sustained. As player levels grow higher, the number of d4s used to determine damage will rise. "Friendly fire" is also on; players may deal damage to their party members if they choose to pick fights or behave boorishly.

LOCATIONS

There are several places your story in Moominvalley can take you. From great mountain ranges to far islands in the sea, each location comes with its own charms and challenges. Some of these places have been listed here, for your adventuring convenience.

MOOMINHOUSE

Everyone is welcome in the Moominhouse! Most everyone in the valley has stayed with the Moomin family at one point or another, and it is always open to people in need. The house sits on a hill, is three stories tall, and is easily recognizable with its signature robin's egg blue exterior and red tiled roof.

THE CAVE

The Cave sits on the west coast of the valley, on a cliff overlooking the dark Baltic sea. It offers shelter, however primitive, to those who find themselves in need. When he is not living in the Moominhouse, Sniff often makes his home here.

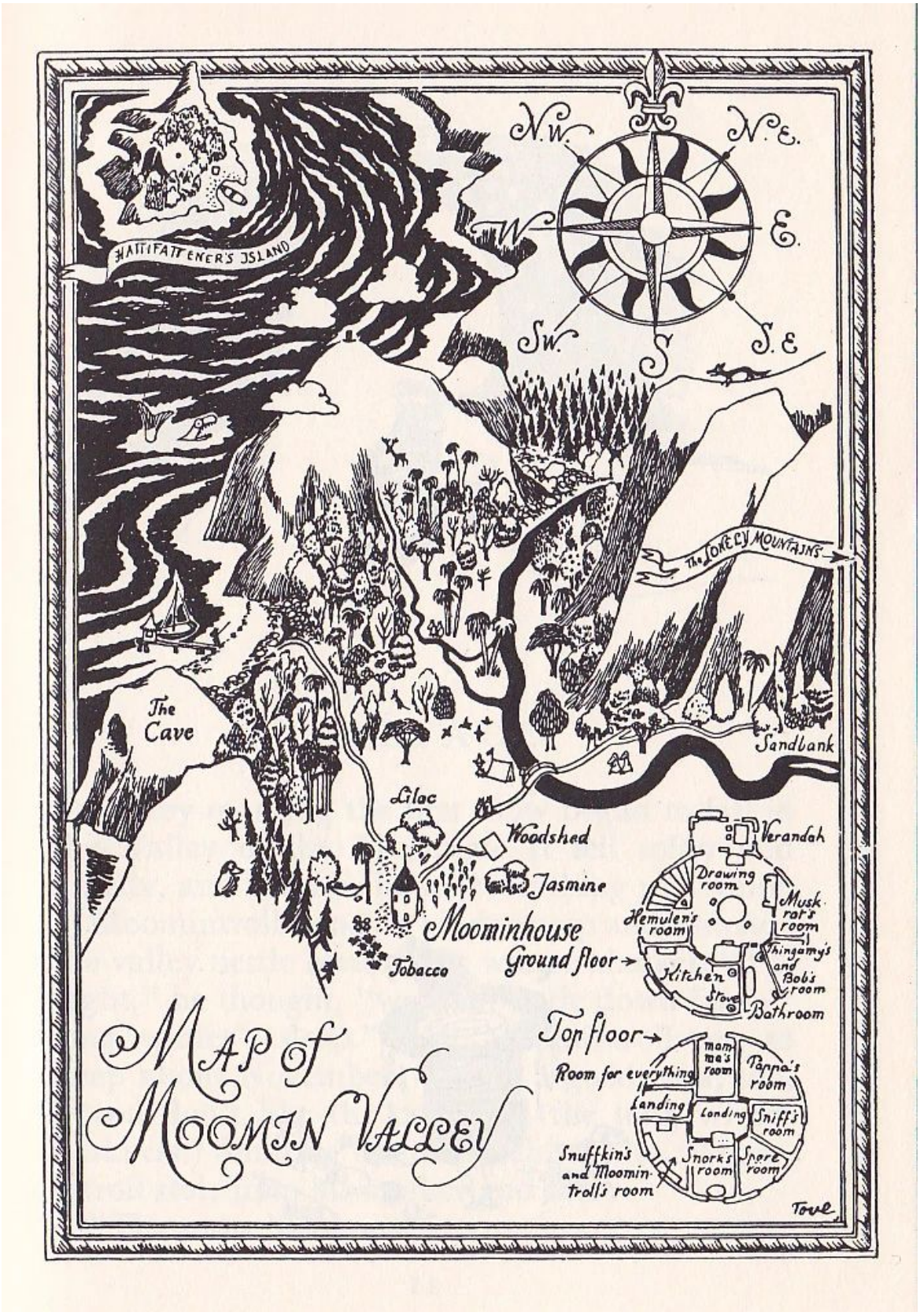
THE LONELY MOUNTAINS

The Lonely Mountains surround Moominvalley to the east and are largely feared as a place of unknowns. Infamously, the mountains are the home of the Groke, a mysterious monster wreathed in eternal winter. The mountains are also home to the Observatory and the Hobgoblin.

HATTIFATTENER'S ISLAND

Once a year, during a thunderstorm, the Hattifatteners gather on the Hattifattener Island to recharge. Not much is known about what happens on the island for the rest of the year, but as Hattifatteners tend to travel, they do not stick around for long. The Forest and the Sea remain largely unexplored, except for Moominpappa, who has detailed his findings in his memoirs. More information may be found there.

MAP OF MOOMINVALLEY



Moominvalley Sample Campaign #1
Estimated Time To Complete: ~2-4 hr

Introduction
It's a warm summer day in Moominvalley, and Moominmama is in a bread-baking frenzy! Mama's bread is most delicious when it's fresh out of the oven with some nice homemade jam - and you, as friends of the Moominhouse, are waiting excitedly to try her next batch. (What are you doing while you wait for fresh bread? Have players describe.) Suddenly, you hear a gasp. You all rush to the kitchen to find Moominmama rifling through the pantry frantically. She explains to you that she has just realized she's out of jam, *and* she's fresh out of lingonberries! Mama can't leave the bread that she currently has in the oven, so in order to have jam with your bread, you'll have to hunt down the berries to make it yourself. She tells you to look around the house for the berry baskets before you leave and wishes you luck.

Encounter #1 - Gathering Supplies (Location: Moominhouse, Estimated time: 5-15 minutes, Success Threshold: 10+)
Before the players can leave they'll need something to hold their berries. Players may roll an investigation check (1 d20 + intelligence modifier) to see if rummaging around in the Moominhouse's many closets will produce a sturdy wicker basket. If the roll fails, they will be given a cloth sack instead of a wicker basket, which will make it much easier in future encounters for the berries they collect to be damaged. A success of 15+ will also give the player an extra piece of equipment that may come in handy during the adventure; have them roll a D10 to randomly select from the table below:

MOOMINHOUSE CLOSET ITEM TABLE
1 - Rope
2 - Watering Can
3 - Kite
4 - Wooden Flute
5 - Gardening Shears
6 - Hattifattener Seeds
7 - Magnifying Glass
8 - Hiking Staff
9 - Red Wagon
0 - Fishing Rod

(BREAK: Moominmama takes a chance to wish you all well again before you go. The smell of fresh bread fills you with determination)

Encounter #2 - Searching for Berries (Location: Variable, Estimated Time: 15-30 minutes, Success Threshold: Variable)

Players may choose to search the meadow, the forest, or the park for lingonberries, but they will, inevitably, be unable to find them. Players will then meet an NPC that will comment that they saw cartloads of berries being taken far up into the mountains, though they are unsure of where they were being taken. To extend this sequence, the NPCs may direct the players to another location and repeat the search process in order to reach the suggested duration of 15 minutes.

The Forest: Berry bushes are plentiful here but successful investigation checks of 10+ will reveal that they're entirely empty; if they succeed with a 15+ they will find footsteps and cart tracks. (Players that fail their check won't be able to find the bushes in the dim forest). Players will be greeted by Teety-woo while they are searching the forest.

The Meadow: Berry bushes are less plentiful here than in the forest, but cart tracks will be much easier to spot in the open, so take the successful checks from "The Forest" (above) and swap them. Players will be greeted by Sniff while they are searching the meadow.

The Park: Upon entering the Park the players will almost immediately encounter the Park Keeper. PC animals and humans will be viewed with suspicion, while monsters will be immediately tossed out. Peikkos will be treated a little more leniently, with Moomins and Snorks mostly receiving indifference while Hemulens receive mutual respect. The Park Keeper will be on edge, as he has recently experienced a break-in during which all of his lingonberries were stolen. Players must negotiate with the Park Keeper to get the information they need, and will either leave on good terms with the information, or will be kicked out and forced to try the forest or the meadow before they can move on.

(BREAK: On the road you take a moment to take a break and enjoy the sunshine a nearby log)

Encounter #3 - The Groke (Location: The Lonely Mountains, Estimated Time: 25-55 minutes, Success Threshold: 12+)
Players will come across a fork in the road, and must decide which one will lead them to the berries. The two paths lead to the Observatory, to the left, and the Hobgoblin's cave to the right. Players can roll investigation to see if they can discern which path the cart has taken. No matter which road they choose, they will encounter an obstacle as they climb the mountain.

This obstacle is the first of two potential encounters with the Groke, a mostly-benign creature that's wrapped in eternal winter. Have the players make a dexterity saving throw to prevent slipping on the ice that has suddenly appeared beneath their feet. If they succeed, they will be given the opportunity to hide from the Groke as she approaches them. All that's left to do is to roll a constitution check to see if players can endure the sudden shock of cold (if failed, deal harm).

If a player fails the initial dex throw, they will slip, and will not be able to hide from the Groke in time. As she rounds the corner, the Groke will see the fallen players and attempt to help them - if this happens, the player's HP will automatically fall to zero and they will be incapacitated and frozen in ice for the next three encounters. However, players will have one turn before this happens to try and distract the Groke - they can either do this by creatively using the items they picked up along the way, by rolling persuasion to convince the Groke to look away, or by rolling athletics or acrobatics to attempt to run away. As always there are more actions players can take than the ones I've listed here, use the game mechanics to your best knowledge to resolve the situation.

Once the Groke has left, players will continue up the mountain. What they see next will depend on which of the two paths they took

If the players chose to head to the Hobgoblin's cave, they will roll a perception check; a successful roll will result in players finding the Hobgoblin's hat abandoned on a nearby ledge. If it is not gotten rid of immediately, the DM will roll a d4 to decide what happens next (see below), but successes of 17+ will also grant players with a feeling of dread about this hat (Troll players of the Moomin or Snork class will have heard of the hat from their relatives and know of the trouble it brings, while other players will just have a bad feeling). These players may choose to throw the hat away.

HOBGOBLIN'S HAT SCENARIOS
1- Thick pink clouds will start emanating from the hat (players can climb on them, make acrobatics or athletics rolls to determine if players fall off and are injured)
2- The player holding the hat will feel compelled to put it on (can be resisted with a successful intelligence check; if failed, the player will put on the hat and turn into a gremlin)
3- A number of thick green vines will erupt from the hat and turn this part of the mountain into a jungle (players will need to roll acrobatics or athletics to get through the vines and into the cave to proceed, otherwise they will need to be rescued by the wizard)
4- Players will be sucked into the hat and transported straight to the Hobgoblin himself

No matter what happens, players will eventually be found and greeted by the Hobgoblin. While he looks scary, he's actually quite friendly, and he invites you into his cave for tea.

(BREAK: The Hobgoblin's tea is delicious, and his kindness heartens you. He asks you about your journey so far and tells you that he's seen the observatory collecting berries, but he doesn't know why. He agrees to help you in your quest. Heal 3d4 on this turn; a successful persuasion roll of 15+ can also convince him to unfreeze any team member still under the influence of the Groke's magic)

OR

If players choose to go straight to the Observatory, they will still encounter the Groke but will skip everything with the Hobgoblin

(BREAK: The players see a cozy campfire, and choose to warm themselves by it to recover from the Groke's encounter. If players think of it, they can position their frozen party member by the fire and reduce their encounter wait time by 1)

Encounter #4 - Staking Out the Observatory (Location: The Observatory, Estimated Time: 10-30 minutes, Success Threshold: 15+)
This encounter will be a quick reconnaissance mission to determine where the berries are hidden and who has taken them. The berries are currently piled high in wagons, covered by tarps in front of the observatory. A small group of Professors (2-5) will be grouped near the berries, arguing about what to do with them. A successful perception roll will allow players to hear what's going on, but if characters that roll below 15 wish to find out what the Professors are saying they may roll a stealth check to see if they can draw closer without being discovered (note that if players are discovered, they will automatically skip the next break and enter straight into the confrontation). Other things the players may investigate include: the windows of the Observatory reveal a strange machine that seems to have something to do with the berries; the door to the Observatory is currently closed; if players can make their way onto the roof, they can discover a hatch that leads into the Observatory that is unlocked.

(BREAK: The players regroup and share what they've discovered. They can use this time to formulate a plan for what to do next.)

Encounter #5 - Raid on the Observatory (Location: The Observatory, Estimated Time: 15-45 minutes, Success Threshold: 15+)

There are a number of routes players can take here: they may choose to attempt stealth and fill their bags without disturbing the Professors; they may choose to confront the Professors immediately and demand their reasons for taking the berries, or they may be more diplomatic and try to negotiate the berries' return. The Professors are not especially aggressive folks, but will do what they must to uphold the integrity of their experiment. They will attempt first to explain the experiment to the players, as they are experimenting with the medicinal effects of lingonberries to cure an illness in a nearby town. If the players help the scientists with the experiment, they will allow the players to take a ration of berries back to the valley. Whatever happens, the players will be able to leave with their baskets and bags full of berries.

Encounter #6 - Return to Moominvaley (Location: The Lonely Mountain/The Moominhouse, Estimated Time: 10-20 minutes, Success Threshold: 13+)

Have players roll athletics or acrobatics to determine how well they keep their footing down the mountain; they may lose or damage some of the berries. If players were unable to find a basket, they receive a -1 to these rolls; however, if they were able to steal an entire cart of the berries, they will not have to make the rolls at all, as they will be able to ride the cart down instead.

DAMAGE TO BERRIES CHART
If a player rolls a 1, they will damage their entire haul of berries, and they will be entirely unusable. This will also cause damage to the player.

If a player rolls between a 2 and a 6, approximately 25% of the berries will be salvageable.

If a player rolls between an 7 and a 13, approximately 50% of the berries will be salvageable.

If a player rolls between a 14 and a 19, approximately 75% of the berries will be salvageable.

If a player rolls a 20, their entire haul will remain perfectly intact.

When the players have managed to make it back to the Moominhouse, Moominmama will take their hauls and examine them. Players will receive XP proportionate to how many berries they bring back (numbers to the discretion of the DM); you may also wish to reward the player who gathers the most berries with a small OOC treat, such as a fun-sized candy bar.

Moominmama thanks you all for your effort, and returns to the kitchen to make the jam. Soon enough she brings out a loaf of fresh bread and a crocker of fresh jam, and she lets you enjoy the fruits of your labors!

(If you're in the U.S. and you want to treat your players to the real deal, lingonberry jam is available at every IKEA in their Swedish market section!)

Thank you for playing!